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8

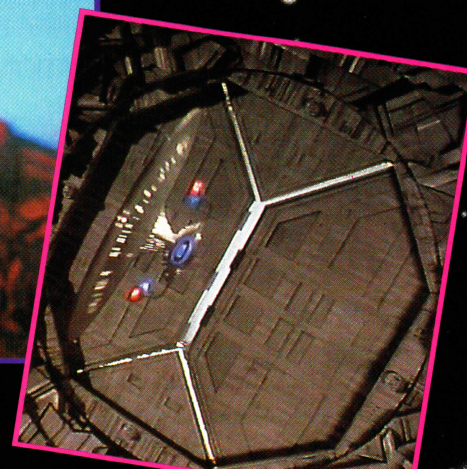


Bajor and Religion
A spiritual way of life

Ten-Forward
Relax in the ship's bar

Bele and Lokai
The high price of hatred

Quark and the Second Sex
Winning ways with women?



STARSHIP LOG: 'Relics'
Scotty's beaming up, but he's 75 years late



THE KOBAYASHI MARU
The Academy's No-win Scenario Explained

ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 8

The Guide to the STAR TREK Galaxy

The UNITED FEDERATION OF PLANETS
The STAR TREK Timeline (Parts 7 & 8)
The BAJORAN Religion

FEDERATION STARFLEET

The KOBAYASHI MARU
TEN-FORWARD

Non-FEDERATION Starships

The PAKLED Vessel

Personnel Files

QUARK and the Second Sex
BELE and LOKAI

Equipment & Technology

PATTERN ENHANCERS

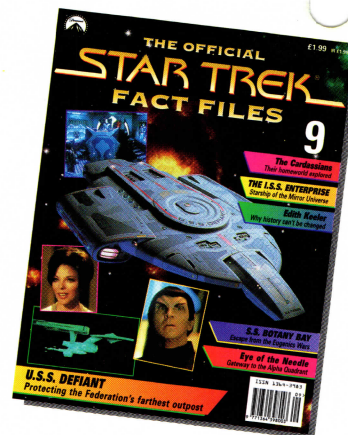
Starship Log

STAR TREK: THE NEXT GENERATION –
‘Relics’/‘Schisms’
STAR TREK: DEEP SPACE NINE –
‘Defiant’/‘Fascination’
STAR TREK GENERATIONS – Part 5

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The CARDASSIAN UNION
The CARDASSIAN RACE

FEDERATION STARFLEET

U.S.S. DEFIANT
The Solar Shield Maneuver

Non-FEDERATION Starships

The S.S. BOTANY BAY
The I.S.S. ENTERPRISE

Personnel Files

EDITH KEELER
LT. REGINALD BARCLAY

Equipment & Technology

Uniforms 2266

Starship Log

STAR TREK – ‘Charlie X’/‘Balance of Terror’
STAR TREK: VOYAGER –
‘Eye of the Needle’/‘Ex Post Facto’
STAR TREK GENERATIONS – Part 6

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The Guide to the STAR TREK Galaxy

FILE 7

CARD 1



THE UNITED FEDERATION OF PLANETS

Since its formation in 2161, the **United Federation of Planets** has regulated space exploration and petitioned for peace among the many races it has encountered.

The **United Federation of Planets** is incorporated in 2161, in the aftermath of the **Romulan** wars. It has a constitution that seeks mutual scientific, diplomatic, and cultural benefits for its members. It also guarantees important protections to sentient beings, including the **Seventh Guarantee**, which protects a citizen against self-incrimination.

All persons on Federation planets or traveling aboard Federation starships come under the constitution's protection. Presently, the Federation boasts more than 150 members, including planets, colonies, and other political units.

The governing body is the **Federation Council**. Made up of representatives of the various members, it is located in the city of San Francisco on Earth's North American continent. Heading the Federation

Council is the President, whose offices are located in Paris, France, also on Earth.

The Federation's place in the Galaxy

The Federation was designed to help all member planets, and is an important player in galactic politics. There can be no doubt that the existence of the Federation has prevented many interstellar conflicts. After several



▲ The President's office

Many important Federation buildings are located on Earth. Starfleet Headquarters and Starfleet Academy are in San Francisco in North America, and the President's offices are in Paris, France.

FEDERATION MEMBERS



Universal symbol

The Great Seal of the United Federation of Planets identifies the Federation anywhere in the Galaxy.



▲ Although they consider themselves to be a violent race, the **Andorians** have been members of the Federation for over a hundred years.

The United Federation of Planets

Founded 2161

Members 150+

Also known as The Federation, UFP

Location Alpha Quadrant.

Headquarters San Francisco, Earth.

Aims The mutual benefit and protection of member planets and individual citizens.

Prominent Members Humans, Vulcans, Trills, Deltans, Andorians, Betazoids.

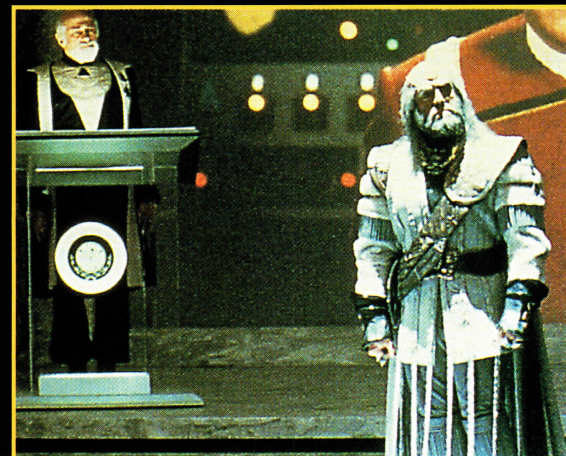
Starship Log

STAR TREK (The Original Series) 'Journey to Babel'; STAR TREK IV: THE VOYAGE HOME; STAR TREK VI: THE UNDISCOVERED COUNTRY; STAR TREK: THE NEXT GENERATION 'Sarek'; 'The First Duty'; 'The Perfect Mate'; STAR TREK: DEEP SPACE NINE 'Emissary'; 'Homefront'; 'Paradise Lost'.

▶ The **Vulcans** were founding members of the Federation. With their logical and dispassionate approach to politics, Vulcans such as Sarek have made excellent ambassadors.



▼ Many races who are not members of the Federation, such as the **Klingons**, send ambassadors to the Federation council on Earth.



GALAXY FACTS

- ▶ Since 2370 the Federation has been concerned about an attack from the Dominion, an aggressive group from the Gamma Quadrant.
- ▶ Vulcan and Earth are both founder members of the Federation and continue to play prominent roles.
- ▶ A treaty establishes peace between the Federation and the Romulans in 2311, although relations remain far from friendly.

periods of war, the Federation has established peace treaties with other major powers in the Alpha and Beta Quadrants.

In order to join the Federation, a planet must achieve peaceful world government, political stability, and provide its citizens with a number of basic rights. All would-be members must agree to abide by the Federation constitution. Membership is not granted lightly and it often takes a planet several years to qualify. During this time a number of reviews may be made by Federation representatives, often Starship captains.

Although many planets have failed to qualify for



The Guide to the STAR TREK Galaxy



FILE 7 CARD 1

THE UNITED FEDERATION OF PLANETS

Presidents of the FEDERATION

The 150 members of the United Federation of Planets are represented by a Council which is led by the Federation President. Although the President's offices are located in the ancient city of Paris in France, Earth, members of many different races have held the post.

▶ When the CETACEAN PROBE endangers Earth in 2286, the Federation President is forced to broadcast a planetary distress signal, ordering all spaceships to avoid the planet.



▶ In 2371, President Jaresh-Inyo institutes a brief period of martial law on Earth in response to a perceived threat from the newly-encountered Dominion.



▶ In 2293, the Federation President is instrumental in ensuring peace during attempts to disrupt the Khitomer conference.



membership, the Federation is more than willing to offer help to those planets that make serious attempts to qualify.

A good example is the planet Bajor. Since the Cardassian withdrawal in 2369, the Federation has established a presence on a former Cardassian space station, now known as Deep Space Nine.

Federation personnel have helped the Bajoran people in several ways. The Federation presence on Deep Space Nine has protected Bajor from Cardassian and Klingon attacks, the Federation has provided Bajor with industrial replicators, and Dr. Julian Bashir has instituted an immunization program. It is hoped that with this help, Bajor will soon become a valued member of the Federation.

OTHER CARDS IN THIS FILE...

- 3 24th CENTURY EARTH
- 6 THE FEDERATION'S MAJOR WARS
- 7 TERRORIST THREATS TO THE FEDERATION

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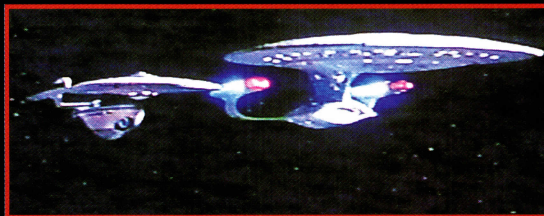
- THE VULCANSFILE 8
- THE TRILLSFILE 9
- THE BAJORANSFILE 10
- A GUIDE TO FEDERATION STARFLEETFILE 19
- STARFLEET PERSONNELFILE 43

THE UNITED FEDERATION OF PLANETS: STARFLEET

The Role of STARFLEET

Starfleet is the Federation's authority for the operation of interstellar scientific exploration and defense. It is founded in the same year as the Federation, with its headquarters and academy located in San

Francisco, Earth. It is primarily concerned with expanding the knowledge of Federation planets. The Academy's motto is "Ex Astris, Scientia", or "From the stars, knowledge."



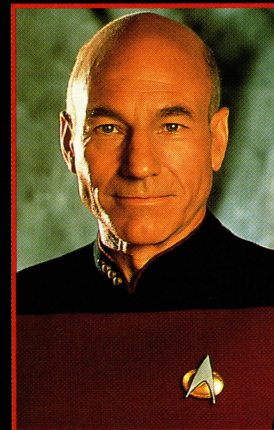
▶ Starfleet ships are designed to perform various duties, primarily scientific, though most vessels are armed to defend the Federation from attack.

Starfleet has a mission to seek out new life and new civilizations, to boldly go where no-one has gone before. All Starfleet vessels have to follow a number of directives, the most

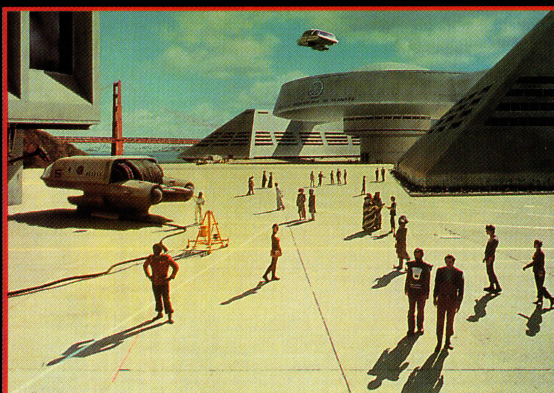
important of which is the Prime Directive. This order prohibits any interference in the normal development of a society - even if such interference is intended to help that society.

Starfleet Captains are extraordinary people, required to fill the roles of scientists, explorers, soldiers, and ambassadors.

▶ Many of Starfleet's important offices, including Starfleet Command, are located in San Francisco on Earth.



▶ As the Commander of Starfleet's flagship, the U.S.S. ENTERPRISE, Captain Jean-Luc Picard carries a great responsibility. He has the authority to act on the Federation's behalf as he deals with hundreds of alien races.





The Guide to the STAR TREK Galaxy

FILE 10 CARD 3

THE BAJORAN RELIGION



The Bajorans, always a spiritual race, enter a new era of religious freedom at the end of the Cardassian occupation in 2369, when a new Orb is found and the prophecy of the Emissary appears to be fulfilled.

Twenty-five thousand years ago, while humans of planet Earth were still in the Stone Age, the planet Bajor boasted an advanced and peaceful civilization.

Nothing is known about the Bajoran religion of ancient times but, 10,000 years ago, their theology is changed forever when a Bajoran retrieves a mysterious orb floating in space. The orb has mysterious powers.

Every 1,000 years, an

additional orb appears around the hazardous Denorios Belt. Over time, nine orbs are retrieved. Each orb uses a different color of light to envelope the user as a prelude to visions, and each also has a specialty. The blue orb, for example, is the Orb of Change and Prophecy.

Meanwhile, the Bajorans shape the basic precepts of their religion. They classify the orbs as gifts from The Prophets – gods dwelling

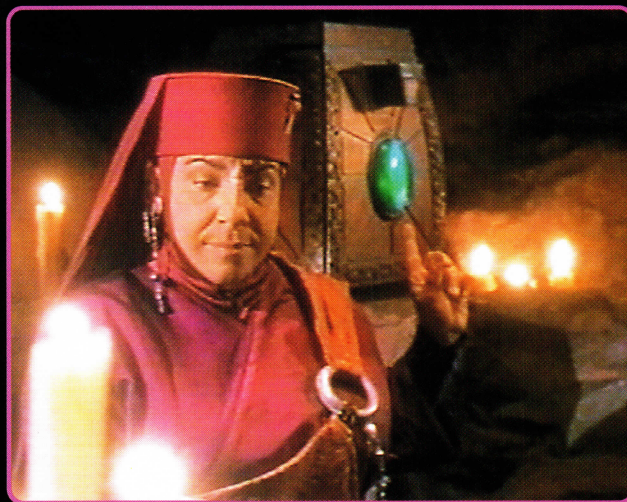
in a Celestial Temple. The orbs become known as the Tears of the Prophets.

The Bajorans also believe the orbs supply wisdom and guidance and that the Prophets replenish the pagh – an individual's life force, the source of strength and courage.

Although the location of the Prophets and their Temple remains unknown for many centuries, a prophecy promises an Emissary will locate the



THE ORB OF CHANGE AND PROPHECY



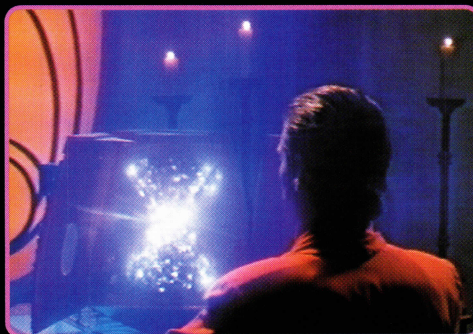
Revelations

Kai Opaka reveals to Benjamin Sisko his new role as the Bajoran Emissary – a role he reluctantly performs. This highly significant event is held in great esteem by the Bajorans. Under the influence of the Orb, Sisko sees the past with his deceased wife Jennifer.

The first Orb found for a millennium is shown to Sisko by Kai Opaka. The Orb offers insights into Sisko's own personal life and his future role as Emissary of the Bajoran people.



Vedek Bareil slowly opens the box containing the blue 'Orb of Prophecy and Change.' The orb allows the meditator to experience visions of great significance, often revealing the future.



Once the box containing the Orb is opened, it shines brightly, emitting a beautiful, calming, bluish hue. The meditator then experiences truthful, metaphorical visions – both good and bad.

No Winn situation


Vedek Winn represents the fundamentalist aspect of Bajoran religion, and will resort to false allegations to further her cause.


Moral high ground

Winn is elected Kai in 2370, after she alleges that Vedek Bareil collaborated with the Cardassians in the Kendra Valley massacre, where 42 Bajoran lives were lost.



GALAXY FACTS

 The Bajoran religion relies on a hierarchy ranging from the Kai at the top, down to Vedeks, Prylars, and Monks.

 When Akorem Laan emerges from the wormhole, claiming to be the Emissary, he tries unsuccessfully to reintroduce the rigid D'jarra – a caste system, previously abolished in 2328.

Celestial Temple, save the Bajorans, and unite their troubled planet.

The orb revelations are gathered into the **Sacred Texts**. Most prophecies are metaphorical and open to interpretation but, as the prophecies prove correct, the religion strengthens. Other entries in the Sacred Text illuminate the philosophy of the Prophets. For example, the Prophets promise unconditional love and expect nothing in return. They also say that time is an illusion.

Holy order develops

A structured ministry develops around the orbs. For thousands of years prior to the **Cardassian occupation**, practitioners keep the orbs safe, interpreting prophecies and sharing them with the people. The leader of the



The Guide to the STAR TREK Galaxy

FILE 10 CARD 3

THE BAJORAN RELIGION



ministry is known as the Kai. Other holy people, in descending order of power, are called **Vedek**, **Prylar**, and **Monk**. Either gender may serve.

The Kai lives in a monastery, with an unspecified number of monks, and approximately 112 Vedeks – who compose the **Vedek Assembly**. When a Kai dies, the Vedek

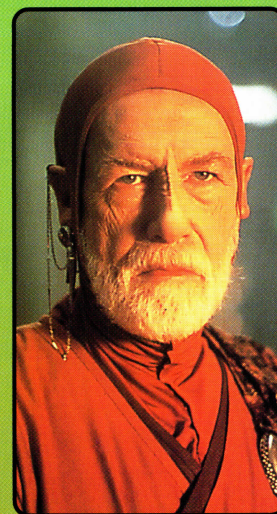
Assembly chooses a replacement. Though the Kai does not run the Bajoran civil government, major policies are expected to carry a stamp of approval from the Vedek Assembly.


Though the Bajorans are spiritual, staying on the path of the Prophets is a struggle. The holy people are expected to behave with dignity, though they

are not expected to practice celibacy.

The Emissary arrives


After the Cardassian withdrawal, the arrival of **Commander Benjamin Sisko** appears to fulfill the prophecy of the Emissary who, legend has it, will unite the planet and save the Bajoran people. On a visit to Bajor, **Kai Opaka**




 A Bajoran monk in traditional garb. The colors are usually drab light or dark browns, with headgear of various styles.

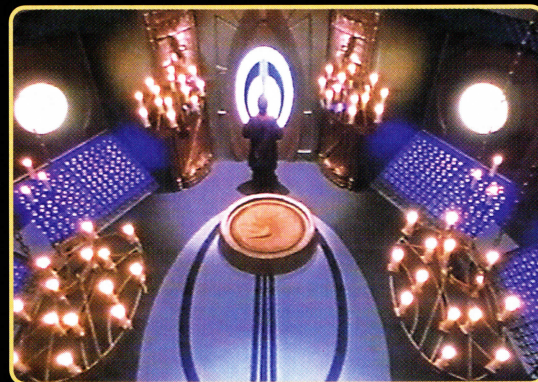
Religion on DEEP SPACE NINE



 Major Kira opens the annual Bajoran Gratitude Festival on DEEP SPACE NINE.

 The Bajoran religion incorporates symbolism and symmetry in its imagery. It is also highly meditative, leading individuals to spend time on their own during contemplation in temples such as the one found on DEEP SPACE NINE's Promenade.

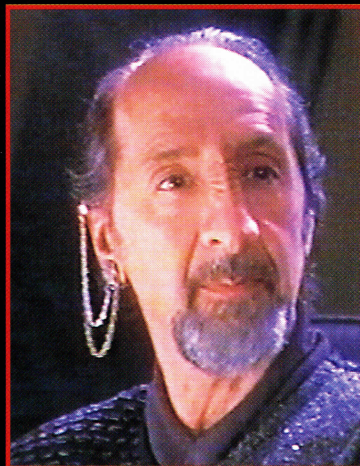
Although DEEP SPACE NINE is secular, the station holds great significance for the spiritual leaders of Bajor as Captain Sisko is considered to be the Emissary of their people. The station is therefore frequently visited by the Bajoran leaders. Bajor has been a highly advanced civilization for thousands of years, and Sisko, sensing the weight of responsibility as Emissary, realizes they now look to him for guidance. This can put the Captain in sensitive situations as he also has to deal with Cardassians, Klingons, the Dominion threat, and the value of the Bajoran wormhole to travel and trade.



SISKO AS THE EMISSARY

Fulfilling the prophecy


A significant event in Bajoran religion occurs in 2369 after the withdrawal of Cardassian occupation forces and the

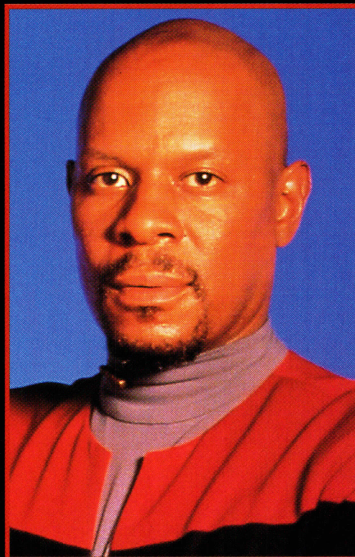



arrival of then-Commander Benjamin Sisko at the DEEP SPACE NINE space station.

Fearing the Bajorans are heading for civil war, Sisko visits Kai Opaka – who has unified her people during the occupation – hoping she can stop the conflict. Afterwards, Kai Opaka casts Sisko in the role of the long-awaited Emissary, and insists he find and warn the Prophets that the Cardassians will destroy the temple if they ever discover the secrets of the powerful orbs.

If he chose to, Sisko could exploit his religious status to ensure he gets his own way when dealing with the Bajorans, but the Starfleet officer is far too scrupulous to do so.

 Akorem Laan, a Bajoran poet, believes he is the Emissary after emerging from the wormhole after 200 years.



 After the Cardassian occupation, a desperate Sisko visits Kai Opaka in a bid to stop an impending civil war on Bajor.

reads Sisko's page and, satisfied, shows him the only orb not stolen by the Cardassians. Sisko experiences a vision, and uses a 22nd century report by **Kai Taluno**, who claims he saw the sky open up and nearly swallow him while in the Denorios Belt, as a starting point for his quest to explain it.

The Celestial Temple

In the Denorios Belt, the **Starfleet** officer discovers a stable, artificially-created wormhole, inhabited by strange entities. The Bajorans have no doubt that the wormhole is the Celestial Temple and that the beings inside are the Prophets, and Sisko becomes a religious icon, albeit a reluctant one.



STARFLEET ACADEMY

COMBAT TACTICS

THE KOBAYASHI MARU

Situation:

FEDERATION STARFLEET aims to test the character and resolve of its cadets by placing them in a simulated no-win situation, to observe how they react under extreme pressure.

Factors:

- The cadet's ship is hailed by the *Kobayashi Maru*, a crippled Federation freighter. The freighter is inside the neutral zone.
- Unknown to the cadets, hostile enemy ships are also in the area.
- The enemy ships will refuse to open communications.

Courses open:

1. Send out an emergency call to other ships in the area, but do not attempt to assist the damaged ship yourself.
2. Enter the neutral zone to assist the ship, even though this violates the zone agreement.

The no-win scenario

- No Starfleet captain would be happy to ignore a distress call.
- Attempting to help the ship leads to your own vessel sustaining severe damage and a neutral zone agreement being broken.



Any cadet wishing to be considered for a command position directly out of Starfleet Academy must face the KOBAYASHI MARU.

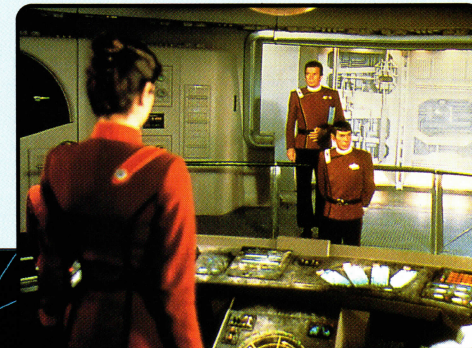
A computer simulation taking place on a replica of a starship bridge, the **Kobayashi Maru Scenario** involves both cadets and senior Starfleet officers. Cadets are placed in key positions around the bridge. One lucky, or not so lucky, cadet takes the captain's chair. The starship appears to travel through space close to a neutral zone. In the 23rd century, the **Klingon Neutral Zone** is commonly used as an example. On screen, spatial distances are portrayed graphically to give the cadets the fullest advantage. The mission begins routinely, but soon after establishing coordinates and headings, the starship is

hailed by a **Federation** freighter under attack. This vessel is called the *Kobayashi Maru*, and is a third-class neutronic fuel carrier. It is established that there is a crew of 81, plus 300 passengers. The *Kobayashi Maru* gives her coordinates, and is found to be lying somewhere deep within the neutral zone.

No help available

In order to assist the distressed ship, the cadet must make the decision to break the

The senior officers overseeing the training exercise take great pleasure in watching events unfold. After all, they have been through the same thing themselves.



On sending out a distress call, the Starfleet ship soon finds that there are no other Federation vessels in the vicinity.

The Federation ship must make the decision to enter the neutral zone or else deny the stricken vessel any help.

Entering the neutral zone (indicated by the green grid lines), could be seen as act of war and should ideally be avoided.

The crew of the KOBAYASHI MARU are out of transporter range (indicated by the red grid lines), and so cannot simply be beamed off their damaged ship.

The KOBAYASHI MARU scenario is deliberately structured to offer no ideal solution; no matter what course of action the cadet takes, they cannot 'win' - i.e. they cannot rescue the crew of the KOBAYASHI MARU and leave the neutral zone safely. There will be times in every Starfleet officer's life when they are faced with such situations, and it is important to know that they will not crack under the pressure.



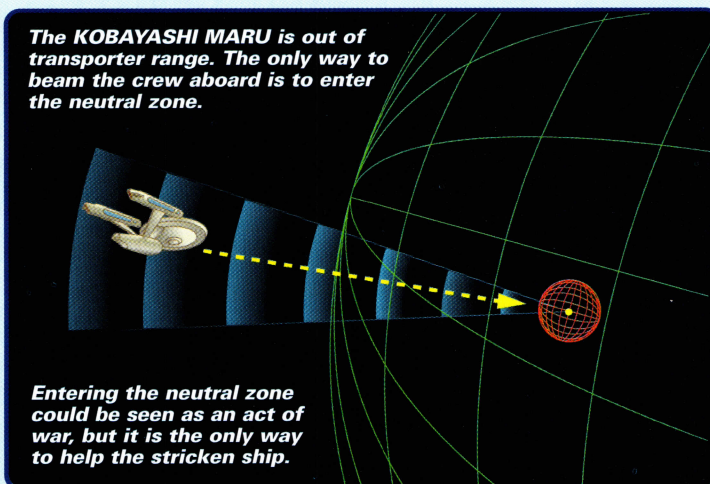


THE KOBAYASHI MARU

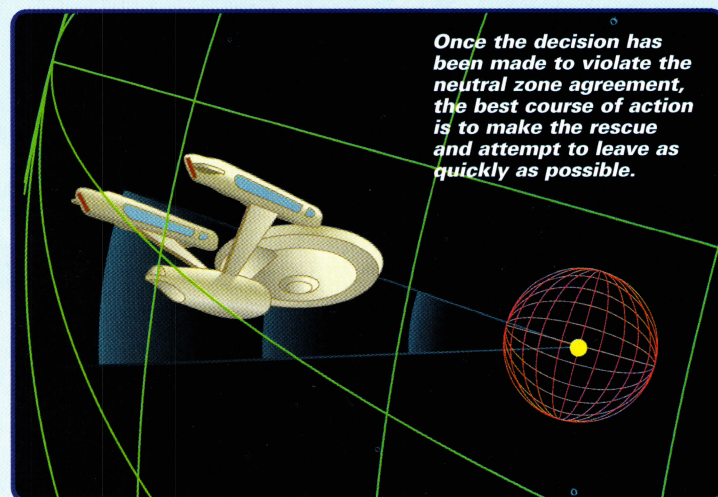
1. LEAVE WITHOUT ATTEMPTING TO HELP



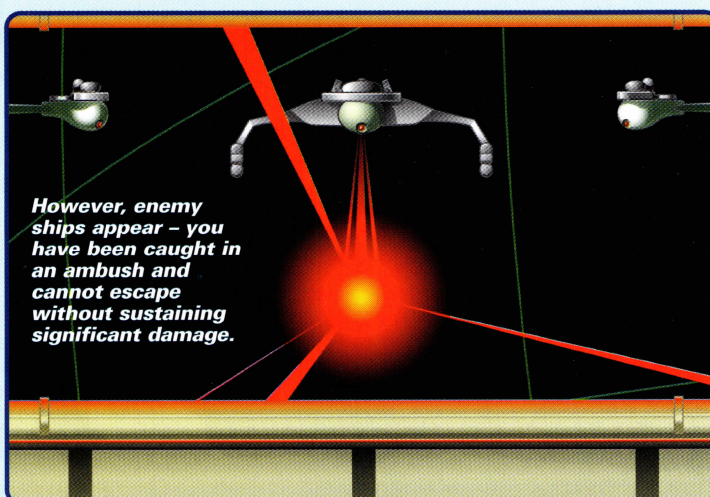
2. ENTERING THE NEUTRAL ZONE



3. INSIDE THE NEUTRAL ZONE



4. CAUGHT IN AN AMBUSH



treaty and enter the neutral zone. Not all cadets make this decision, and this is noted by the evaluation committee. Many cadets will attempt to send out a distress call to neighboring starships for assistance. However, they will discover that they are the only starship within range of the crippled vessel.

Into the neutral zone

Once the decision has been made to rescue the crew of the *Kobayashi Maru*, the scenario unfolds rapidly. The senior officers inform the cadet that he or she is in violation of the treaty, which is duly noted in the mission log. As the starship enters the neutral zone, the coordinates of the *Kobayashi Maru* are reconfirmed, but the communications officer loses contact. As attempts are made to reestablish contact with the crippled vessel, sensors pick up three well-armed enemy starships on an intercept course, or decloaking, nearby.

The cadet in the captain's chair orders the communications officer to a) establish contact with the enemy vessels to explain the situation, and b) to reestablish contact with the *Kobayashi Maru*. But it appears that an ambush has occurred, and neither of these attempts will prove effective. As the enemy ships arm their torpedoes, the cadet usually makes a last ditch effort to evade the attackers and find a way out of the neutral zone. Unfortunately, they are effectively outmaneuvered and outgunned, and are hit with a full barrage of ammunition.

Damage sustained

The replica of the bridge sustains whatever damage reflects the hits the enemy vessels make on the computer simulation. Senior officers seem to particularly enjoy the dramatics of the situation, and throw themselves gleefully into the death throes. The shocked cadets are left assessing casualties and

damage. When the simulation finally comes to an end, the evaluation committee enters the bridge, and the trainees are directed to the briefing room to ask questions.

Coping under stress

In some ways, the *Kobayashi Maru* Scenario is an unfair test because the computer is programmed to present a no-win situation to the cadets. However, the point of the exercise is to discover how a group of cadets deals with the death and destruction they will almost inevitably face sooner or later during their Starfleet careers. It is essentially a test of character. Guilt, fear, and anger are emotions that often come up in the face of the *Kobayashi Maru*, but the best cadets will exhaust every possibility of hope before surrendering to their fate.

After the *Kobayashi Maru* is taken, the trainees embark on a three week training mission in deep space.

STARSHIP FACTS

- **James T. Kirk** is the only cadet to successfully defeat the *Kobayashi Maru* Scenario. He reprograms the computer simulation to make it possible to rescue the *Kobayashi Maru* and get out of the neutral zone safely, saying that he simply "didn't believe in the no-win scenario."
- Not all commanders and captains take the *Kobayashi Maru*; notably, **Captain Spock** does not take an official version of the test. But he believes that his solution for saving the **U.S.S. Enterprise NCC-1701** from destruction by the **Genesis Device** is a fair substitute for the test.

The Pakled Vessel

It may seem like a harmless freighter, but the *Mondor* is a trap, designed to lure unsuspecting space travelers into the hands of her surprisingly cunning captain.

On Stardate 42723.8 the *U.S.S. Enterprise NCC-1701-D* encounters the *Mondor*, a Pakled vessel under the command of Grebnedlog. The ship appears to be incapable of posing a threat to the *Galaxy-class* Starship *Enterprise*, but, as events unfold, it becomes clear that there is more to the Pakled vessel than meets the eye.

Primitive vessel

Initial scans show that the *Mondor* is pumpkin orange in color, and shaped like a thin – but not very aerodynamic – equilateral triangle. It has neither warp capability nor shields, and is of a basic, early design. The

vessel has limited armaments, and a design which reflects the low level of Pakled technology. According to *Data's* sensors, the *Mondor's* guidance system has failed, and the ship has reserve power for less than 24 hours. Grebnedlog requests the *Enterprise's* help to repair his ship.

Since *Federation* records describe Pakleds as a relatively benign species, *Commander Riker*, who is in command at the time, has no hesitation in authorizing *Chief Engineer Geordi La Forge* to transport over to the *Mondor* to effect repairs.

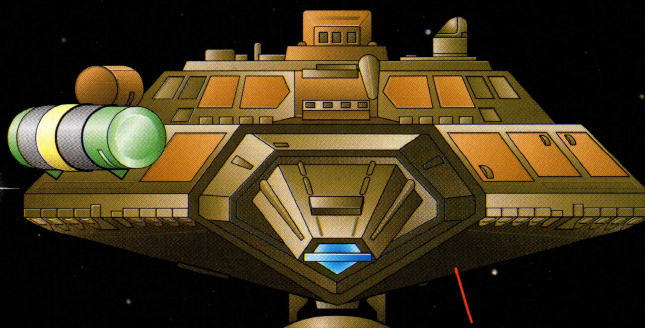
The interior of the *Mondor* is a confusing mix of technologies acquired from different races, representing different levels of sophistication.



▲ Like all Pakleds, Grebnedlog has very poorly developed language skills. It is not clear just how intelligent he actually is.

FORE VIEW

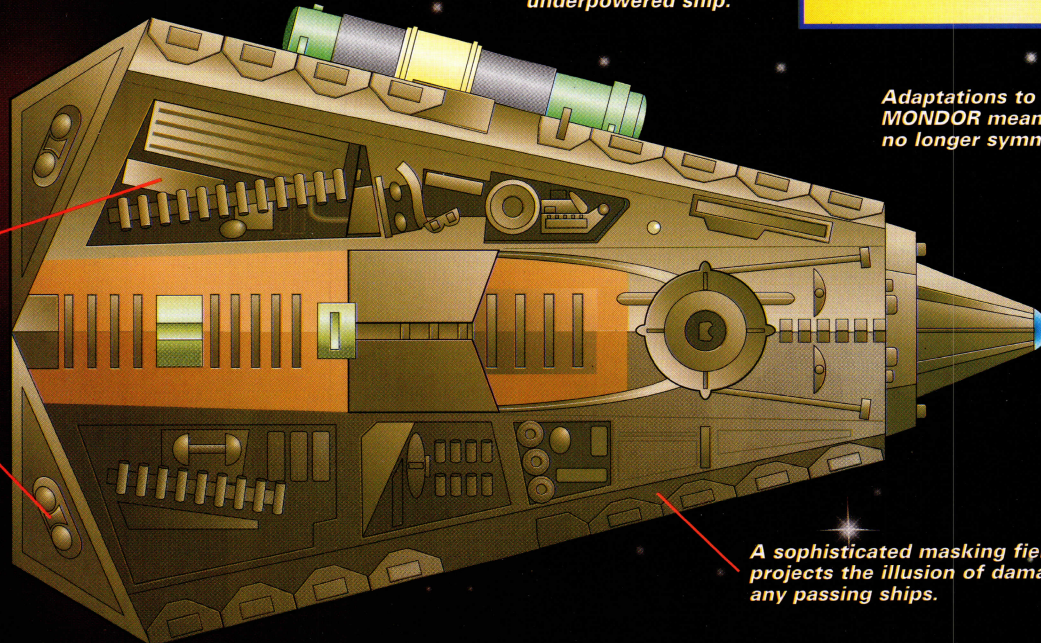
The Pakled vessel is a modified freighter of an early design. It is a basic ship which is only equipped with impulse engines.



The *MONDOR* appears to be a primitive, underpowered ship.

UNDERSIDE VIEW

Various components on the Pakled vessel have been scavenged from other races, including the Klingons, the Romulans and the Jarada.



A sophisticated masking field projects the illusion of damage to any passing ships.

PAKLED VESSEL

First Recorded: 2365.

Type: Adapted freighter of an early design.

Engines: Impulse only.

Weaponry: Relatively advanced.

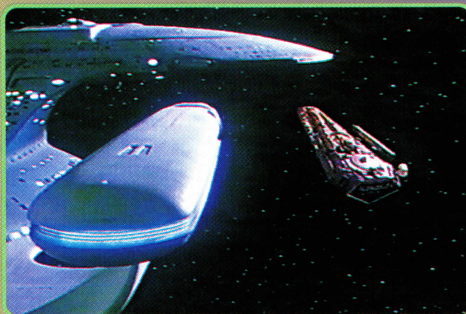
Features: The *Mondor* also has a masking field that can deceive sensors.

Adaptations to the *MONDOR* mean that it is no longer symmetrical.

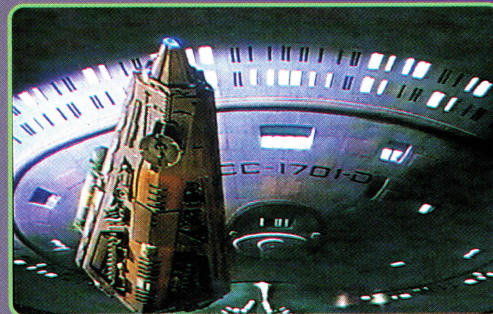
The Pakled Vessel



▲ When the Pakled vessel first appears on the U.S.S. ENTERPRISE's scanners, it seems to be mostly harmless, and in dire need of assistance.



▲ The sophisticated masking field prevents the U.S.S. ENTERPRISE's sensors from detecting the MONDOR's shields and advanced weaponry.



▲ The U.S.S. ENTERPRISE cannot beam Geordi back through the MONDOR's shields. A jamming device prevents them from establishing communication.

Hexagonal lights in the ceiling cast an eerie orange glow over the craft's interior.

La Forge repairs the guidance system quickly, only to find that the main power fails. At the time, the **Starfleet** officers assume that this is because of the inadequacies of the ship. However, when La Forge completes the repairs to the main power, the Pakleds steal his **phaser** and take him prisoner. The Pakled vessel then raises its shields, preventing the *Enterprise* crew from simply beaming Geordi back.

The *Mondor* is far better equipped than anyone had imagined. It not only has **Romulan** shields, but it is armed with relatively advanced weapons and also has a sophisticated masking field which disguises the advanced technology from sensor systems, and projects the illusion of damage. On board, this illusion is replicated by a computer simulation that is sufficiently advanced to deceive the *Enterprise*'s chief engineer.

Ignorant crew

Bizarrely, it seems that the Pakleds have little or no understanding of the technology on their ship. Commander Data comments that the fact that "they ever mastered the rudiments of space travel is a genuine curiosity." The Pakleds are interstellar scavengers, scrounging among more advanced races and acquiring new technology any way they can. Or as Grebnedlog, the captain of the *Mondor*, puts it, "We look for things. Things we

need. Things that make us go."

Apparently, most of the technology aboard the *Mondor* is 'borrowed' from other species. The ship has been designed to trap unwary space travelers into giving aid. It has obviously been successful – over half the ship's systems have been stolen from alien races including the **Romulans**, the **Klingons**, and the **Jarada**.

Some of the technology on board the *Mondor* is highly sophisticated. Grebnedlog states that they intend to replicate Geordi's phaser, and demands that Riker transfer all the information in the *Enterprise*'s computers to the *Mondor*. It seems highly unlikely that any computers acquired by the Pakleds would be capable of coping with the volume of information stored in the *Enterprise*'s computers, but the possibility that the Pakleds have somehow acquired such sophisticated equipment cannot be discounted.

Overcome by trickery

The Pakleds force La Forge to upgrade their weapons systems so that they have **photon torpedoes**. However, their lack of understanding proves their undoing. Taking advantage of the Pakleds' poor language skills, Commander Riker is able to communicate with Geordi, and between them, the **Federation** officers convince the Pakleds that the *Enterprise* has overcome them with its crimson forcefield – in reality, plasma vented through the warp nacelles.



▲ The Pakleds know very little about their own ship. Their impatience has encouraged them to steal advanced technology that they do not understand.



▲ The ship's engineer, Reginod, is very impressed with Lt. Commander La Forge's technical skills. He tells his captain that La Forge is "clever".

THE PAKLED PLAN



▲ The Pakleds hold Geordi prisoner. They have his phaser, which they plan to replicate, and they intend to use him as a hostage in their negotiations with Commander Riker.



▲ The Pakleds are more than willing to inflict pain on their prisoner in an effort to persuade Commander Riker to hand over the information in the U.S.S. ENTERPRISE's data banks.



▲ Geordi is of particular value to the Pakleds because of his engineering skills. It seems highly likely that the Pakleds do not really intend to surrender someone who can be so useful.



FILE 51 FERengi PERSONNEL

Quark and the Second Sex

Quark, as a male Ferengi, loves the female of the species — any species. Like most Ferengi males, he is especially attracted to human women. But it is his relationship with his mother that challenges his feelings toward the females of his own species.

To human eyes, Quark seems extraordinarily unscrupulous in his dealings with the opposite sex. For example, until 2369, when **Commander Sisko** intervenes, his **Dabo** girls are contractually obliged to provide sexual favors to their employer. Quark has probably propositioned almost all the female personnel on **Deep Space Nine**, provoking **Major Kira Nerys** to the point of violence. On one occasion, he even has the nerve to proposition **Sakonna**, a Vulcan woman who is negotiating the purchase of arms for the **Maquis**. Like most of his attempted conquests, she is uninterested in his suggestions.

Typical [Ferengi] male

In his dealings with females, Quark seems to behave like a typical **Ferengi**. In Ferengi society,

QUARK'S WOMEN

NAME: Quark

LIFE FORM: Ferengi

MOTHER: Ishka

MARITAL STATUS: Divorced. Although Quark is attracted to various females, he is rarely involved in any stable or long-term relationships.

FEMALE PREFERENCES: Attracted to many species including: Human, Bajoran, Cardassian, Vulcan, Klingon and Ferengi.

LIKES: Oo-mox

GREATEST LOVE: Natima Lang, a Cardassian dissident Quark meets on **Terok Nor**.



"She can touch your lobes, but never your latinum."

— Quark (Ferengi Rule of Acquisition number 40).

★ For a time, women hired as **Dabo** girls for Quark's bar often find an unexpected contract clause pertaining to personal employer services beyond the norm. **Commander Sisko** of **DEEP SPACE NINE** eventually forbids this Ferengi practice.

MAJOR DESIRES



women are not allowed to wear clothes (since it inflames the male desire to undress them), they are expected to soften their husband's food by chewing it, and they are forbidden from entering business. Although Quark often expresses admiration for the ideals of Ferengi

★ Despite his desires, the closest Quark gets to **Major Kira** is usually during an argument.

★ Quark entertains a **Vulcan Maquis** operative, **Sakonna**, while she is on **DEEP SPACE NINE** negotiating the buying of arms. But she is uninterested in the Ferengi's advances.

society — he once told **Chief O'Brien** that there are no broken homes on **Ferenginar** because wives

don't argue with their husbands — his own romantic attachments suggest that he is attracted



Quark and the Second Sex

to strong, independent women.

As a young man, Quark is apprenticed to a sub-nagus, but becomes involved with the sub-nagus's sister and in consequence loses his position.

In 2363, during the **Cardassian** occupation of **Bajor**, Quark forms what is perhaps the closest he has come to a serious relationship, with **Natima Lang**, whom he meets on the space station **Terok Nor**, where she is working for the Cardassian information service. Their relationship begins when she discovers that Quark is selling food to Bajorans at little profit to himself. However, the relationship is short-lived and ends only a month later, when Lang discovers that Quark is using her personal access codes to steal money.

Old flame

Quark deeply regrets the end of his relationship with Natima, describing it as the greatest mistake of his life. In 2370, when she returns to **Terok Nor**, which is now known as **Deep Space Nine**, Quark attempts to rekindle their

relationship, taking considerable risks to aid her in her role as a Cardassian dissident. Although Lang admits to sharing Quark's feelings, she feels that her political work is too important to allow her to stay with him.

Earlier in 2370, Quark finds himself working with **Pel**, a female Ferengi who, in contravention of Ferengi law, has disguised herself as a male and is conducting business. Pel is extremely attracted to Quark, but although he has feelings for her, he is unhappy about her rejection of Ferengi culture. Trapped by their differing attitudes, Quark and Pel part company.

Klingon bride

In the following year, 2371, Quark is married in highly unusual circumstances. When **Kozak**, a Klingon warrior, dies in an accident, Quark claims to have killed him. This soon brings Kozak's family to Deep Space Nine. In an effort to preserve Kozak's house, Quark marries the Klingon's widow, **Grilka**. The loveless marriage ends in



★ Head to head

Quark's luck with women might stem from his relationships with his feminist mother, Ishka – a rocky road even by Ferengi standards.

divorce after Quark finds a way to dishonor Grilka's enemies.

Perhaps Quark's fascination with strong minded females stems from his own childhood. Quark's father,

Keldar, was not a successful businessman and his mother, **Ishka**, is far from conventional. Throughout his life Quark blames his mother's behavior for his father's failure. However, in 2372 it becomes apparent that Quark has misinterpreted the situation. Ishka is brought up on charges by the **Ferengi Commerce Authority** for daring to earn three bars of **latinum**. Quark returns to **Ferenginar** and confronts his mother, hoping to imprint her confession and prevent paying restitution for her crimes. To his disgust, he discovers that his mother has taken to wearing clothes and has established a considerable business.

Motherly lobes

His mother has the lobes for business, and has more profits than Quark can track down. He accuses her of thinking about things and having opinions, but Ishka is unrepentant. They squabble and bicker until Quark is ready to turn her in to the FCA, but they reach an understanding. She signs her confession and Quark departs, relieved that the crisis is over. Little does he know that Ishka has revealed only about a third of her profits.

Quark's relationship with his mother offers an insight into his attitudes towards women. While on one hand his unusual upbringing has encouraged him to be, in Ferengi terms, as conventional as possible, he is still at some level attracted to strong females.

LOVE'S LABOR'S LOST



★ Quark's honor

Despite the mercenary nature of his brief marriage to Grilka, something in the fiery Klingon inspires Quark to stand up to her enemies.

★ Hidden love

Quark fights his intimate feelings for Pel, a situation made worse when the young Ferengi 'male' is unmasked as an illegally business-minded female.



★ Journalistic endeavors

The love of Quark's life is Cardassian journalist Natima Lang, an occupation-era mate who briefly returns while in the Cardassian underground.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Bele and Lokai

Consumed by racial hatred, Bele and Lokai, the hunter and the hunted, have carried their war across the Galaxy.

Bele and Lokai are both **Cherons**. Both are white on one side of the body, and black on the other. To the eyes of the **U.S.S.**

Enterprise NCC-1701 crew they seem remarkably similar, but in their own minds they couldn't be more different.

Bele is the **Chief Officer of the Commission on Political Traitors**, charged with bringing **Cheron** criminals back to their home planet. By the late 23rd century, Bele has been pursuing Lokai across the Galaxy for 50,000 years.

According to Bele, Lokai is a political agitator who was tried and convicted of treason. He also claims that Lokai has been responsible for the deaths of thousands.

Lokai, however,

maintains that he is a freedom fighter who has done nothing but fight oppression on **Cheron**.

In 2269, Lokai is found by the crew of the **Enterprise**. He is traveling in a **Federation** shuttlecraft, which he took from **Starbase 4**. The shuttlecraft is failing, and Lokai's life is in danger, but with a little treatment from **Dr. McCoy** he quickly recovers.

Nemesis

Lokai is soon followed by Bele, who has been pursuing him in an invisible ship, which collapses just as Bele appears on the **Enterprise** bridge.

It soon becomes apparent that Bele and Lokai know and hate one another. This hatred seems to bind them

PROFILE ON BELE & LOKAI

NAME: Bele

HOME PLANET: Cheron

PROFESSION: Chief Officer for the Commission on Political Traitors

NAME: Lokai

HOME PLANET: Cheron

STATUS: Fugitive

"You cannot expect Lokai and people like him to act with discipline, any more than you can expect a planet to stop orbiting its sun."

— Bele



Although they almost certainly share a common ancestor, Bele and Lokai are divided by the color of their skin. This simple difference has led to generations of racial division on Cheron, causing hatred that has driven the two Cherons into 50,000 years of conflict.

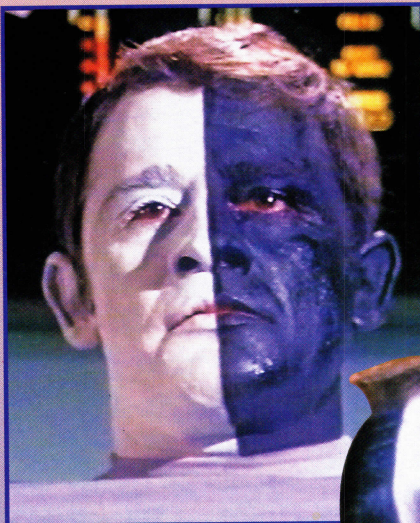
THE COLOR OF HATE

★ Freedom fighter?

Lokai claims to be fighting oppression on his planet, but he seems more interested in preserving his own life than anything else.

Consuming hatred ★

As soon as they meet, the two Cherons start to fight. After 50,000 years all they have left is their hatred.



★ Strong minded

Bele is completely dedicated to his cause, and is unwilling to let anyone stand in his way. He uses his great mental abilities, which he claims are the product of his strong will, to take control of the **STARSHIP ENTERPRISE**. He sets a course for Cheron, but reckons without Captain Kirk.



★ Bele's arrogance

Commissioner Bele feels at home with the **U.S.S. ENTERPRISE's** senior staff. He considers himself to be a superior being, and is surprised when Kirk and Spock question his beliefs.

Bele and Lokai

together. It is not clear whether they have always hated one another, or whether 50,000 years of conflict have driven them to the point of insanity.

Amazing powers

When Bele commandeers the *Enterprise*, using the force of his will to control its course, **Captain Kirk** learns that the Chérons have some unusual abilities.

Of the two, Bele appears more powerful. He is not only able to control a starship using some kind of mental powers, but he later burns out some of the ship's circuits using some kind of beam that he projects from his hands. Both Chérons are protected by shields, which seem to produce bright white energy fields. When the two fight, similar fields appear, and the feedback is so strong that it is in danger of destroying the *Enterprise*. Chérons also have a very long lifespan.

Kirk manages to regain control of the *U.S.S. Enterprise* by threatening to use the self destruct

mechanism. It seems that Bele is unable to effect the ship's computers. As the ship returns to their previous course, Kirk and his crew have a chance to learn more about their passengers.

Bele is confident and at least superficially reasonable. He is at home with the senior staff, and

DEADLY GUESTS

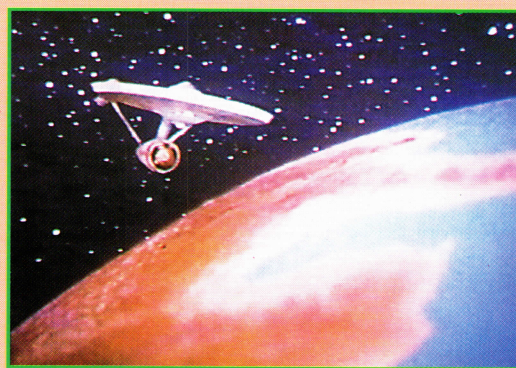


★ Protective shields

Bele and Lokai both have personal shields which prevent the ENTERPRISE crew from simply throwing them off the bridge.

★ Mission

The U.S.S. ENTERPRISE is on a mission to the planet Ariannus when the crew first encounter Lokai in a stolen shuttle. Bele soon arrives in an invisible ship.



★ Looking for help

Lokai tries to persuade the ENTERPRISE crew to protect him from Bele. He tells them that on Cheron his people are enslaved and forced to fight in alien wars.



STRANGE ALIENS

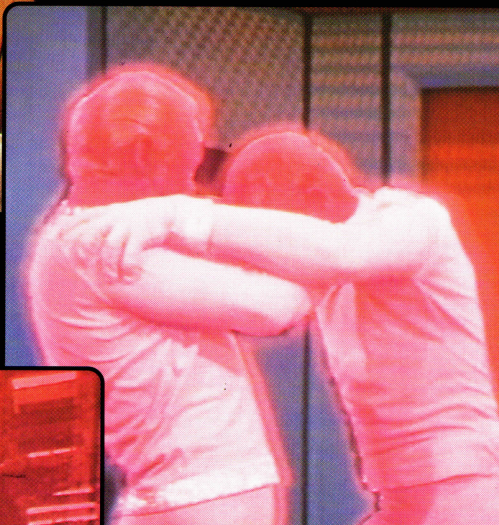
★ Mysterious visitor

When Lokai first arrives on the U.S.S. ENTERPRISE, he is close to death. He is unlike any species on record but he responds well to treatment. A baffled McCoy assumes that he is a mutant and that his unusual skin coloring is unique.



Dangerous feedback ★

Bele and Lokai are so powerful that when they fight the feedback is strong enough to endanger the U.S.S. ENTERPRISE.



★ Dead planet

While Bele has pursued Lokai across the stars, Cheron has been destroyed. Unable to reach an understanding, the two 'races' have been consumed by a bloody civil war. When the ENTERPRISE arrives the cities have been reduced to rubble and all the Chérons are dead.

expects the authorities to support his position. He is also an unashamed racist. To him, Lokai is visibly inferior, since he is white – and not black – on the right side of his body. He believes that Lokai is incapable of self discipline, but the evidence suggests that both Chérons resort to violence with little provocation.

In contrast, Lokai is most at home with the crew. He spends his time trying to enlist their support, telling them of the suffering of his people, whom he claims were enslaved by Bele's race and forced to fight wars on alien planets.

Endless war

As soon as the opportunity arises, Bele burns out the *Enterprise's* guidance and self-destruct systems and uses his powers to take the *Enterprise* to Cheron, where he boasts Lokai's kind are penned into little districts.

When the *U.S.S. Enterprise* arrives at Cheron, it is obvious that deep divisions in Cheron society have led to a terrible war, which has killed everyone on the planet. Learning nothing from the mistakes of their race, Bele and Lokai beam down to the surface, determined to continue their private version of the war that has destroyed their people.

FILE 59 SYSTEMS

Pattern Enhancers

In the early days after the device's invention, travel by transporter could be dangerous. But nowadays, accidents hardly ever happen, and the system is made even more reliable by pattern enhancers.

Aside from the faster than light speeds and interstellar journeys allowed by the development of warp drive, perhaps no single system has proven more useful to **Starfleet's** mission – and, indeed, daily life anywhere – than the transporter. From instant access and easy mobility for everyday journeys, to search-and-rescue missions, the role of transporters continues to grow.

Thankfully, so does their reliability and range. Early transporter systems were not always reliable. As **Starfleet** engineering legend **Montgomery Scott** remarks in 2367, "A cranky transporter's a mighty finicky piece of machinery to be gamblin' your life on." Early transporter users and engineers had no choice, of course, and continued to battle adverse conditions and interference, both natural and

designed, that might prevent the safe use of transporters.

Improvements such as four-tiered redundant scanners and multiplex pattern buffers have reduced the number of transporter accidents to only two or three per decade. Today, **pattern enhancers** are among the main tools developed to safely increase the range and effectiveness of transporter systems.

Enhancing safety

The **pattern enhancer** is used to boost the molecular pattern of an object or life form, so that a pattern lock for transportation is stronger and more defined. Pattern enhancers are normally only needed to overcome interference caused by electromagnetic shielding or naturally-occurring phenomenon. In appearance, the enhancers are three portable

▶ The pattern enhancers are relatively light and can easily be carried manually. They are around one meter long and only a few inches in diameter. For ease of transportation, special carrying cases are available.



Twisting the top section, and the black casing below it, activates and deactivates the pattern enhancer.

When turned on, the otherwise clear top emits a thin, blue energy beam which connects with other pattern enhancers.

Although made of metal, the pattern enhancer is deceptively light. The set of three can be easily carried manually by a crew member.

2 The units are placed just a few meters apart from each other. The object or life form to be transported must stand inside the triangle formed by the energy beams.

1 Pattern enhancers are usually used in sets of three, and are carried fully assembled. They need only be placed at the required location and turned on to enable use.

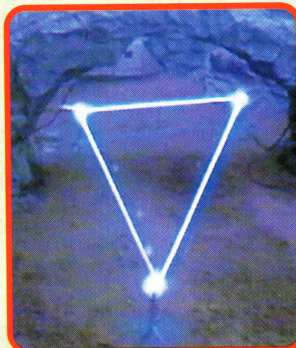
The main body of the pattern enhancer is only a few inches in diameter.

The legs are activated by pressing a thumb switch in the mid section. When the legs are extended, the pattern enhancer can stand alone.

3 Three thin but sturdy legs extend from the base section of the enhancer, allowing it to be positioned on uneven ground.

▶ Pattern enhancers can be used in almost any terrain under almost any environmental conditions, providing a valuable boost in situations where it may otherwise be difficult to ensure a safe transporter lock. They are often used to boost the transporter signal through electromagnetic interference.

▶ When activated, the pattern enhancers are joined by the blue energy beams. Anything placed within the triangle has its transporter signal boosted and can be transported more safely.



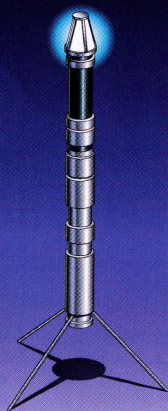
▶ In ideal circumstances, the pattern enhancers are placed on flat ground, in a triangular formation.



Pattern Enhancers



1 Safety device Pattern enhancers are primarily safety equipment, ensuring a safe transporter signal in otherwise hazardous conditions. Before their invention, beaming up from certain planetary conditions could be dangerous and potentially fatal.



2 Providing a link Under normal conditions, the shipboard transporter does not require a receiver or transmitter at the other end. Because the pattern enhancers must often be taken to their destination on small shuttlecraft where space is at a premium, the equipment is light and easily carried.



3 Blue glow Once the last unit has been activated, a beam of blue energy joins all units together and defines the space inside which the matter to be transported must be placed.

cylinders, about a meter tall. They are chrome-colored, with a clear narrow dome on top which lights up when activated. A thumb switch in the mid-section releases three legs from the base, which allow the unit to stand alone and to be balanced on uneven ground.

The pattern enhancer is activated by twisting the dome, and the black casing just below it, counter-clockwise. When arrayed – typically seven meters apart in a triangle – the clear top acts as an emitter and conductor for a thin, blue energy beam which connects all three units. Any object or life form requiring the boost for transport must be located within the triangle. For portability, a hinged tri-fold case wraps around the midsection of a set of three cylinders. The squarish case includes a carry handle and molded recessed interiors to comfortably seat the enhancers' form.

Recent invention

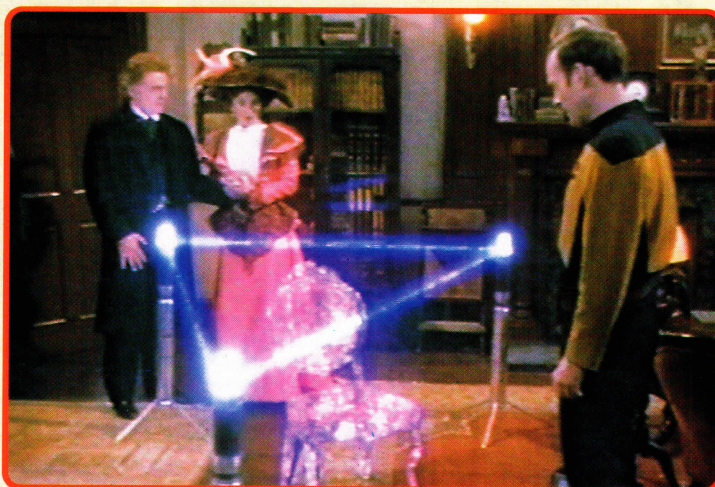
Pattern enhancers are a relatively recent innovation; in fact, on Starfleet's acknowledged former flagship, the **U.S.S. Enterprise NCC-1701-D**, enhancers do not come into service until 2369. In this year, the ship's log states that the units are used to punch through atmospheric E-M interference on a moon of **Mab-Bu VI** in order to rescue the crew of a downed shuttlecraft.

Pattern enhancers have also been adapted to serve other functions. A sentient holograph, Professor Moriarty, attempts to use pattern

enhancers to remove holographic objects and beings from the holodeck by enhancing molecular patterns for a more solid lock. The connecting blue beam is not automatically emitted when all three dometops are manually activated. Instead, the connecting beam is activated from the transporter console of the chamber being used, and supposedly actually finds a signal to lock onto after the system's annular confinement beam is boosted. However, the entire events turn out to be a holographic simulation, and it is unlikely that this procedure could work in reality.

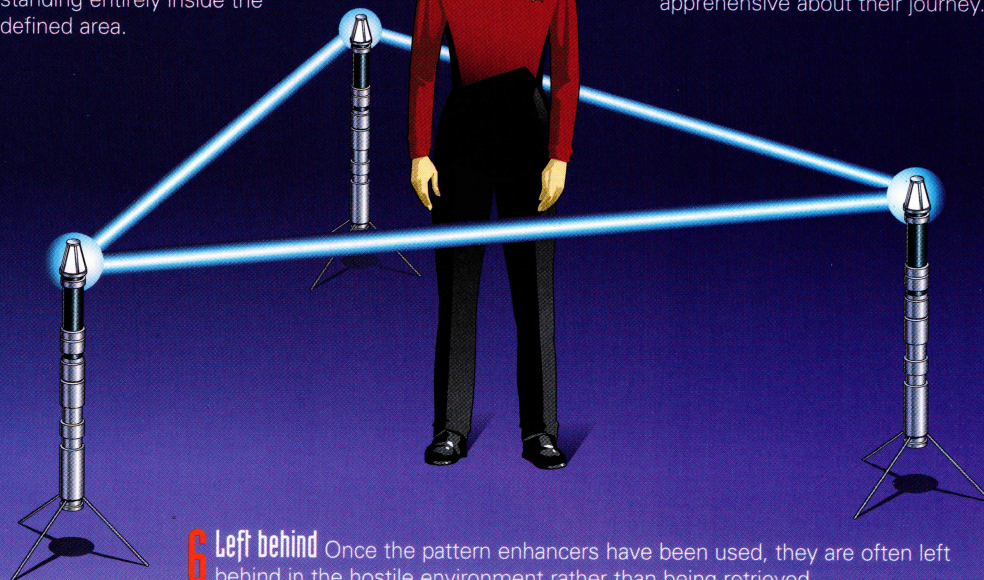
Time-phases overcome

With some modifications, pattern enhancers can be used to overcome a time-phase. Three modified enhancers are used in tandem, with a field generator as the beam origin point. The four units define a square subspace forcefield that can be matched to the synchronic distortion of the time-phase. Modifications to the units themselves, designed by **Lieutenant Commander Data**, include extra circuitry, and sensor/emitters contained in four sausage-like cylinders ringing the unit just below the clear area.



Pattern enhancers are used here in a holodeck simulation, in an attempt to give holomatter more substance so that it can be beamed into what is wrongly believed to be a real environment.

4 Setting out an area The blue energy lines signify the area inside which the transporter signal will be enhanced. Personnel must ensure they are standing entirely inside the defined area.



5 Smooth ride The beam back to the ship should now be as smooth as a normal beam-up with no reason for the person being transported to feel nervous or apprehensive about their journey.

6 Left behind Once the pattern enhancers have been used, they are often left behind in the hostile environment rather than being retrieved.



'Relics'

After 75 years trapped in a transporter's pattern buffer, Captain Montgomery Scott finds himself on board the *U.S.S. Enterprise NCC-1701-D*, but in the 24th century the legendary engineer is a man out of time.

The *U.S.S. Enterprise NCC-1701-D* receives a distress signal from the *U.S.S. Jenolen*, which they find crashed on the surface of a **Dyson Sphere**. **Commander Riker** takes an away team to the *Jenolen*, where they find a pattern that has been stored in the transporter buffer for 75 years. When **Geordi La Forge** activates the transporter, he and Riker watch in amazement as **Captain Montgomery Scott** materializes.

On the *Enterprise*, Scotty can't resist exploring Engineering, but it soon becomes apparent that he's getting in Geordi's way. When he comes off shift, **Captain Picard** finds Scotty in the holodeck, where he has recreated the bridge of the original *Enterprise*. Scotty tells Picard that he feels lost on this new ship, and that he is too old to start over.

Scotty saves the day

Later, Picard asks Geordi to take Captain Scott over to the *Jenolen* to retrieve her logs. After the two engineers have left, the *Enterprise* accidentally activates a portal, and a tractor beams pulls it inside the Dyson Sphere, overloading the engines. The *U.S.S. Enterprise* manages to enter orbit around the star, but it is trapped inside the sphere.

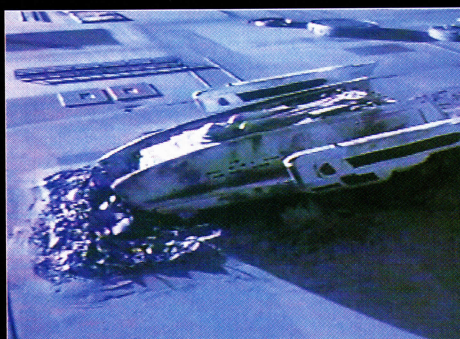
On the *Jenolen*, Scotty and Geordi realize what is happening, and start work on restoring the *Jenolen's* impulse engines. Inside the sphere, **Data** tells Captain Picard that the star is unstable and that the *Enterprise* shields will only protect the ship for three hours.

Scotty gets the *Jenolen's* engines up and running. He and Geordi open the portal from a distance and use the *Jenolen's* shields to hold the doors open. They contact the *Enterprise*, which rushes to the portal as the *Jenolen's* systems give way. As soon as they are in range, the *Enterprise* beams Scotty and Geordi on board and, blasting the *Jenolen* out of the way, escapes from the sphere at the last moment.

STARSHIP FACTS

A Dyson Sphere is an enormous globe structure created to envelop an entire star. This allows the star's solar energy to support life on the inside surface of the sphere.

ON SCREEN...



1 The *U.S.S. JENOLEN* is found on the outer surface of the Dyson Sphere. Inside a modified transporter beam, Captain Montgomery Scott waits to be found.



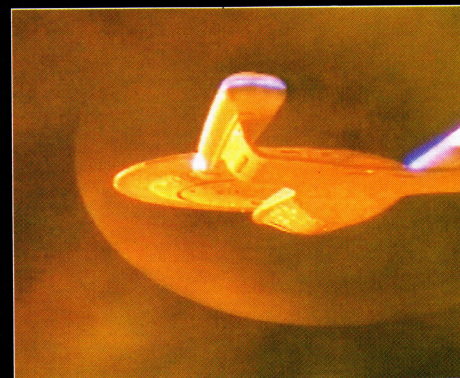
2 After 75 years, Scotty is brought aboard a new *U.S.S. ENTERPRISE*. But the people are different, uniforms have changed and the technology has moved on.



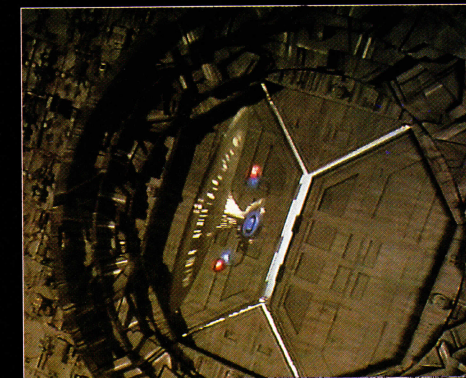
3 Captain Scott soon finds himself getting on the nerves of Geordi La Forge. Feeling depressed and out of touch - a relic - he visits the holodeck.



4 Scotty realizes he can never go home again as he and Picard leave the holodeck after a visit to his old ship, the original *U.S.S. ENTERPRISE NCC-1701*.



5 Inside the Dyson sphere, solar activity is endangering the *U.S.S. ENTERPRISE*. Their only hope for rescue is the battered *U.S.S. JENOLEN* and her famous engineer.



6 The *U.S.S. ENTERPRISE* flies through the narrowing Dyson Sphere portal with just seconds to spare, destroying the *JENOLEN* in the process.





'Schisms'

When **Commander William Riker** arrives late for a meeting in Engineering, he apologizes, explaining that he has overslept. But he soon finds he is not the only crew member who is having problems with timekeeping . . .

CAPTAIN'S LOG

Stardate 46154.2

"The Enterprise has entered the Amargosa Diaspora – an unusually dense globular cluster. We are faced with the daunting task of charting this vast region."

Commander **William Riker** is as bemused as anyone when he oversleeps and is late for an Engineering meeting. His sleeping habits are not the only strange thing going on. The computer shows an explosion in cargo bay four but, when the rescue team gets to the cargo bay, there's no sign of any damage.

The next day, **Geordi La Forge** and **Data** examine the cargo bay. Geordi can't find any reason for the sensor malfunction which is thought to have caused the explosion, and is concerned when his **VISOR** cuts out twice. He leaves Data and goes to sickbay but, when he returns, Data has no memory of the time that has passed since he left. Geordi orders a full diagnostic of the cargo bay, and Data uncovers a subspace signal.

Abduction theories

Meanwhile, **Riker** discovers that three other crew members have reported similar feelings. It soon becomes apparent that the four all have vague memories of a strange room. They go to the **holodeck**, where they work together to create a reconstruction of a dark room with a terrifying examining table.

Dr. Crusher discovers that someone has been performing experiments on the group, while Data finds that for 90 minutes of the previous day, he was not on the ship.

A subspace rift appears in the cargo bay; it is expanding and will cause a hull breach within hours. Geordi believes that aliens from a region of subspace are abducting members of the crew. He can neutralize the subspace rift in the cargo bay, if he can fire a graviton pulse at its source, but he doesn't know where the source is. Riker agrees to take a homing beacon with him so that the source can be traced when he is next abducted.

That night, Riker is pulled into the alien lab. Using the homing beacon, Geordi finds the source of the subspace rift and fires the graviton pulse. Riker grabs another crewman who is in the lab and jumps through the rift, into the cargo bay, just as it closes.

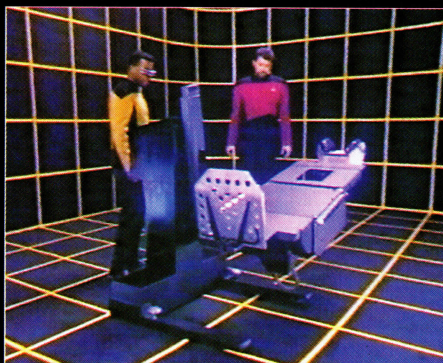
ON SCREEN...



1 Commander Riker is not usually prone to oversleeping. What is even more unusual is that he appears to be more tired than ever, despite the extra lie-in.



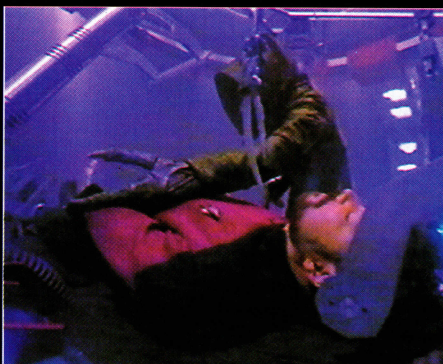
2 Worf has a strangely adverse reaction to a simple pair of scissors during what should be a perfectly straightforward visit to the barber.



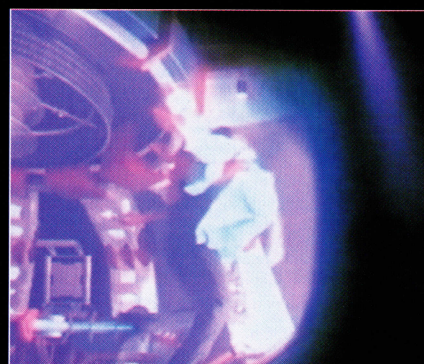
3 Using the holodeck, the abducted crew members are able to reconstruct the room, which appears in the vague memories they all share.



4 Geordi gives a homing signal to Commander Riker so that he can lead them to the source of the subspace rift, next time he is taken.



5 That night, when Riker is taken again, his colleagues on the U.S.S. ENTERPRISE are able to use the homing signal to fire a graviton pulse into the rift.



6 As the graviton pulse begins to close the rift, Riker grabs another abducted crewmate and jumps back through to the cargo bay just in time.

STARSHIP FACTS

A Exactly who the mysterious subspace aliens are, and why they want to experiment on the kidnapped crew members, is never discovered.



FILE 70 STAR TREK: DEEP SPACE NINE

'Defiant'

The arrival of **Commander William Riker** at *Deep Space Nine* certainly cheers the spirits of **Major Kira**, but his intentions are not what they seem — and neither is he. As everyone on the space station will soon realize, the future of **Cardassian-Federation** peace lies in the balance.

U.S.S. DEFIANT

The *U.S.S. Defiant* was originally assigned by Starfleet to *Deep Space Nine* in order to protect the station from increased Dominion aggression in this sector of the Alpha Quadrant.

When **Commander William Riker** arrives on *Deep Space Nine*, **Major Kira** takes him to look at the *U.S.S. Defiant*. But, when she releases the security lock-outs to show him the ship's tactical station, he pulls out a phaser and stuns her.

Riker contacts **Sisko** and tells him that there is a danger of a core breach and that he must release the docking clamps. As soon as the *Defiant* is clear of the station, Riker raises the shields and warps away.

Gul Dukat comes to the station, where **Odo** tells him that the *Defiant* has been stolen by **Tom Riker**, an identical 'twin' of William Riker, created years before by a transporter accident. Sisko offers to go to **Cardassia** to help the **Cardassians** stop Tom.

Cardassian secrets

Onboard the *Defiant*, Kira temporarily disables the ship by short-circuiting a power conduit. Tom takes her to the bridge to keep an eye on her. As soon as the damage is repaired, he sets a course for the **Orias system**, where he believes a headline Cardassian group is building an invasion fleet.

On Cardassia, Sisko works out where Tom is heading, but **Korinas**, an **Obsidian Order** observer, refuses to allow Gul Dukat to send a ship into the **Orias system**. A Cardassian ship, the **Kraxen**, picks up a neutrino trail from the *Defiant* and sets off in pursuit.

To Gul Dukat's amazement, three ships appear in front of the *Defiant*. The ships can only belong to the **Obsidian Order**. With a fleet of Cardassian ships behind him, Tom drops out of warp and disables the first of the **Obsidian Order's** ships. The odds are against him, but he refuses to give up.

With Dukat's agreement, Sisko contacts Tom and offers him a deal — if Tom surrenders himself to the **Cardassians**, they will return the *Defiant* and her **Maquis** crew to the **Federation**. Tom agrees, and surrenders himself to Dukat's forces. As he beams away Kira makes him a promise — somehow they'll get him out.

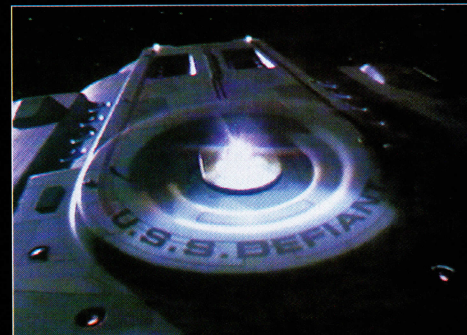
STATION FACTS

Officially, the **Obsidian Order** are a security force only. They are forbidden from controlling military equipment.

ON SCREEN...



1 Keen to enjoy the company of the dashing 'Commander' Riker, who is visiting **DEEP SPACE NINE**, Major Kira Nerys offers to give him a tour of the space station.



2 Stolen by the cunning Thomas Riker, the *U.S.S. DEFIANT* — now in the hands of the rebel **Maquis** — pulls away from **DEEP SPACE NINE** and prepares to go into warp.



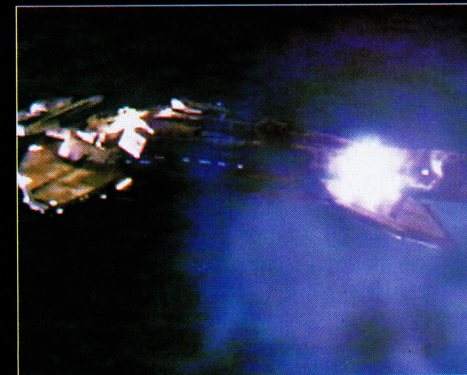
3 In full control of the stolen **Federation** ship, Riker and his **Maquis** crew head for **Cardassian space**, where they plan to strike a blow at the heart of the **Union**.



4 Sisko and Gul Dukat, who once again find themselves reluctant allies, arrive at the **Cardassian Command Center** and set about trying to stop the *U.S.S. DEFIANT*.



5 Korinas, a member of the **Obsidian Order**, is supposedly an official observer, but clearly knows more about events in the **Orias system** than she's letting on.



6 The *U.S.S. DEFIANT* shoots at the attacking **Cardassian battleship**, which is controlled by the **Obsidian Order**. Later, Major Kira persuades Riker to surrender.





FILE 70 STAR TREK: DEEP SPACE NINE

'Fascination'

When **Lwaxana Troi** comes aboard *Deep Space Nine* hoping to comfort **Odo**, the security chief is not the only one who finds himself on the receiving end of unwanted passions. Before long, it seems that everyone on the station has a secret love.

FASCINATION

"Benjamin, stop acting so coy – there's no one around. I have an idea: you cancel the party and then that way we can spend the evening together. What do you say?"

– Jadzia Dax

D *Deep Space Nine* is preparing for the hugely popular **Bajoran Gratitude Festival**. People are coming from far and wide to join in the celebrations, including **Lwaxana Troi**, who has learned about the **Founders**, and is determined to comfort **Odo**.

Lwaxana finds Odo and refuses to leave him alone, insisting that she accompany him to the opening ceremony. As soon as **Kira** has performed the ceremony, **Jake Sisko** tells her that he's in love with her.

Surprised by Jake's affections, Kira searches for **Vedek Bareil**, but when she tracks him down he pushes her away, saying that he has to find **Jadzia Dax**.

Strange passions

Captain Benjamin Sisko finds Dax hiding in the wardrobe, where a party is being prepared. She tells him about Bareil's strange behavior, and then throws herself at him. Embarrassed, Sisko calls **Dr. Bashir**.

The doctor examines Dax, but he can't find anything wrong with her. Meanwhile, **Chief O'Brien** returns to his quarters, where Keiko has locked herself in the bedroom following an argument. He offers to resign from **Starfleet**, and join her on **Bajor**. She tells him she will think about it.

At Sisko's party, things are getting out of hand. Bareil is annoying Dax, while she is pursuing Sisko. A puzzled Sisko sends Odo to fetch Dr. Bashir. In the middle of the chaos, Keiko arrives and tells the Chief how much she loves him. Suddenly, **Quark** spots Keiko across the room and rushes to her side to tell her how much he wants her. At last Sisko realizes that somehow Mrs. Troi is to blame.

Dr. Bashir examines Lwaxana and discovers that she has **Zanthi fever**, a disease which is making her empathic powers project her amorous feelings for Odo onto everyone else. He can treat Mrs. Troi easily, but it will take several days for the effects to wear off.

STATION FACTS

The crew of the **U.S.S. Enterprise NCC-1701-D** also once found themselves at the mercy of a strange disease which affected their passions – the **Psi 2000 virus**.

ON SCREEN...



1 Keiko O'Brien arrives on the station from Bajor. But she has bad news for her husband – it will be longer than he thought before she returns permanently.



2 Lwaxana Troi has heard about the Founders and is determined to comfort Odo, whether the security chief wants her to or not.



3 Major Kira Nerys opens the popular Bajoran Gratitude Festival on DEEP SPACE NINE. People have traveled from far and wide to attend the festival.



4 When Sisko finds Jadzia Dax hiding from Vedek Bareil in the wardrobe, she turns her affections on him. Embarrassed, he calls for Dr. Bashir.



5 Keiko's attempts to patch things up with her husband are rudely interrupted when Quark decides to tell her how much he wants her.



6 The cause of the strange behavior is revealed – Mrs. Troi is carrying a virus which makes her project her feelings for Odo onto others around her.



STAR TREK GENERATIONS Part 5

Captain Picard beams off the *U.S.S. Enterprise* in exchange for Geordi La Forge, little realizing that this will be the last he sees of his famous ship. While the captain faces Dr. Soran on Veridian III, the *U.S.S. Enterprise* is engaging the Duras Sisters in its final battle.

SEE OTHER FILES...

STAR TREK: THE MOTION PICTURE.....	File 72
STAR TREK II: THE WRATH OF KHAN.....	File 73
STAR TREK III: THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV: THE VOYAGE HOME.....	File 75
STAR TREK V: THE FINAL FRONTIER.....	File 76
STAR TREK VI: THE UNDISCOVERED COUNTRY.....	File 77
STAR TREK: FIRST CONTACT.....	File 79

As Picard is transported away, Geordi arrives – and collapses unconscious on the platform. Dr. Crusher scans for vital signs and, thankfully, finds that he is still alive. Picard materializes on a barren, sun-baked plateau on Veridian III, surrounded by scaffolding on a rockface. Soran welcomes him sarcastically. Picard approaches – and is knocked flat by a force field protecting the makeshift missile launcher Soran will use to destroy the Veridian sun, and divert the Nexus-ribbon. Picard tries to reason with the doctor, comparing what Soran intends to do with the Borg's destruction of his planet and family, but Soran is unmoved. The universe's only constant truth, he says, is the predator called death. But in the Nexus, death has no teeth. With a smile, he returns to his lethal preparations.

Meanwhile, Lursa and B'Etor are focussed on their viewscreen: they've planted a transmitter inside Geordi's VISOR, and can now see the interior of the *U.S.S. Enterprise 1701-D*. As they wait for Geordi to go to Engineering, so they can learn what vulnerabilities to exploit in an attack, they are repulsed by the face of Dr. Crusher, telling Geordi he's going to be fine.

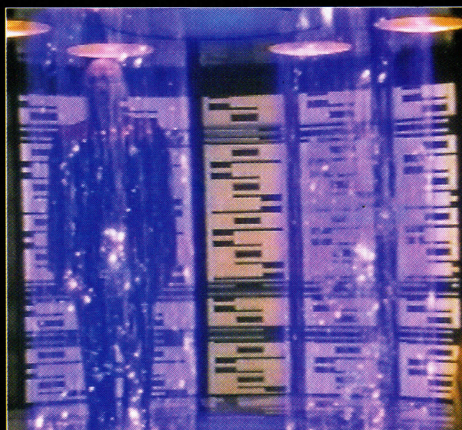
A remorseful Data comes by, and Geordi forgives him for behaving "like a human." Flushed with pride, Data returns to the bridge, and attempts to locate Picard by scanning for life forms. As he does so, he sings a childish ditty, while playing along on his instrument panel, much to the confusion of the bridge personnel.

U.S.S. Enterprise under attack

Below decks, a recovered Geordi arrives at Engineering and the Duras Sisters are able to capture a view of the ship's schematic. They enhance it to discover the modulation of the *Enterprise*'s shields, adjust their torpedo frequency to match it, and fire. The torpedoes blast through the Federation ship's shields, causing several hull breaches.

The *Enterprise* returns fire, but her phasers have no effect. Riker and Worf try to figure out a way to penetrate the Klingon *Bird-of-Prey*'s defenses, while Troi takes the helm. The attack continues, sending debris and bodies flying. Data sends an ionic pulse that triggers the Klingons' cloaking

ON SCREEN...



1 In an exchange for Geordi's return, Captain Picard agrees to give himself up to the Duras Sisters.



2 Picard materializes on the sun-baked surface of Veridian III, where Soran is preparing for the arrival of the Nexus.



3 Dr. Tolian Soran prepares his weapon, ready to destroy the Veridian sun in order to divert the Nexus-ribbon to him.



4 Still unused to his emotion chip, Data disconcerts his crewmates by pretending his control panel is a musical instrument.



5 From their ship, the Duras Sisters can see events aboard the *U.S.S. ENTERPRISE* via a spying device implanted in Geordi's VISOR.



6 Using their observations to calculate the *U.S.S. ENTERPRISE*'s weaknesses, the Duras Sisters launch an attack.





STAR TREK GENERATIONS Part 5

device, and lowers their shields. Suddenly, the **Klingons** realize they are naked and vulnerable. Lursa and B'Etor watch in terror as the *Enterprise* launches a single photon torpedo. Their treachery has at last come to an end – the torpedo hits, and the Klingon ship explodes in a shatter of debris.

But the *Enterprise* is in trouble, too: a coolant leak will cause a warp core breach in minutes, and Geordi is barely able to roll out of Engineering before the bulkhead doors seal it off. Riker orders an evacuation to the saucer section, which will be separated from the rest of the ship. Crew members rush everyone, including children and patients, through the passageways in a controlled panic.

On Veridian III, all is outwardly calm. Picard tosses pebbles at the force field, and discovers a small arch uncovered by the field. Soran finishes aiming his weapon, and starts the automatic launch sequence. He bids Picard goodbye and climbs to the spot where the ribbon will arrive. Picard quickly removes rocks from the arch, and wriggles into the hole.

The end of the *U.S.S. Enterprise NCC 1701-D*

The saucer section is sealed. It detaches from the ship and maneuvers free but, as the core ruptures and blasts the rest of the *Enterprise* apart, the shock wave hits the saucer. The helm controls and stabilizers are knocked off-line, and the ship plunges toward a nearby planet.

Unaware of his ship's distress, Picard is halfway through the arch when he bumps it, setting off the force field. Soran notices, and fires his weapon across the ravine. The rocks collapse in a cloud of dust, leaving no sign of Captain Picard. Soran calmly continues his climb – as the *Enterprise* continues its terrifying fall through the clouds. Crew and passengers grab hold of anything they can, and Data valiantly levels their descent just before the saucer smashes into the surface. It stays intact, though, plowing a swath through trees, rock and dirt. The harrowing ride seems to continue for an eternity, until a wrenching jolt propels everyone across the decks.

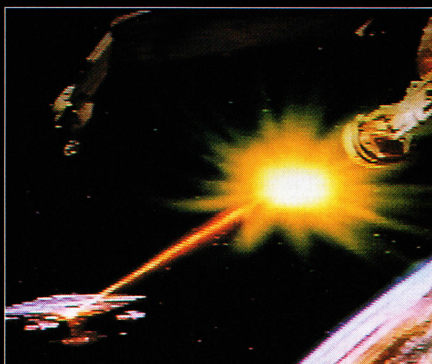
For a moment, there is a deathly stillness. Then Data and Troi stir. So does Worf. Riker nudges some debris off his head and gazes upwards at the light streaming through the broken dome in the bridge ceiling, and at the peaceful blue sky above. They have made it.

STARSHIP FACTS

A The Duras Sisters are not the first to use Geordi's VISOR against him – the Romulans once used the neural implants to which it is attached to brainwash the Starfleet officer.

A Although saucer sections are designed to withstand emergency planetary landings, the damage inflicted almost always means that the ship cannot be salvaged.

ON SCREEN...



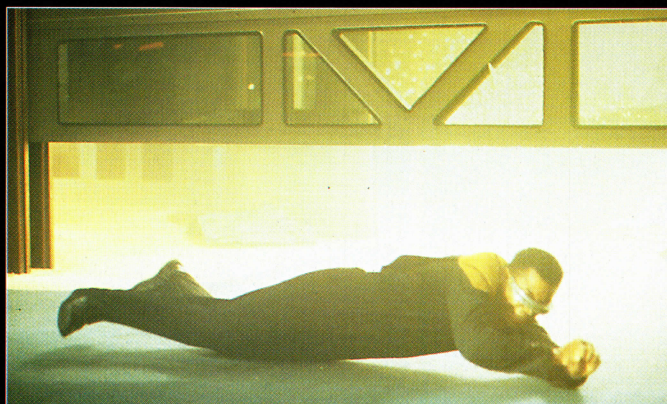
7 The *U.S.S. ENTERPRISE* counters with a single photon torpedo – Data has discovered a way to interfere with the Klingon ship's cloaking technology and to lower its shields.



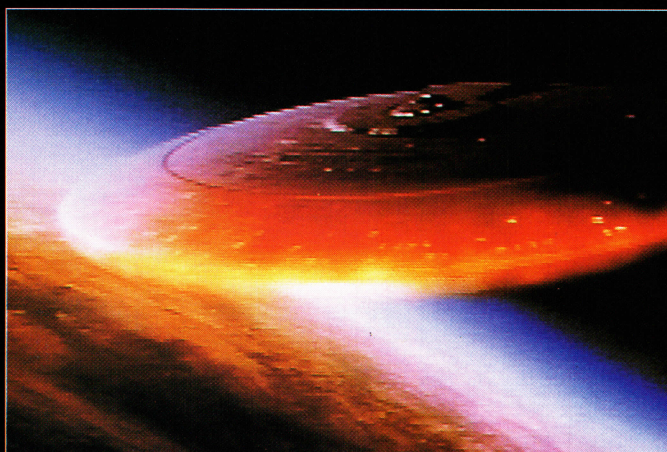
8 When hit, the *KLINGON BIRD-OF-PREY* explodes spectacularly, but the danger to the *U.S.S. ENTERPRISE* is far from over, as the crew of the Federation ship will soon discover.



9 Although the *KLINGON BIRD-OF-PREY* and its crew are destroyed, Lursa and B'Etor take posthumous revenge on their Federation enemies. The sisters' attack has already done significant and irreparable damage to the *U.S.S. ENTERPRISE*, which will soon lead to the ship's destruction.



10 The Klingon attack has caused a coolant leak, which is leading to a warp core breach. Engineering has to be evacuated, and Geordi barely manages to get out before the section is sealed off. Even this is not enough, however. The ship is doomed and crew begin evacuation to the saucer section.



11 Damaged by the shock wave when the rest of the ship explodes, the saucer section plummets toward the surface of a nearby planet. What should be a smooth ride through the atmosphere becomes a nightmare crash-landing which, luckily, results in remarkably few casualties, due to the crew's superb expertise.

A continued

Argus River region

This locale is home to the hill people of planet **Rigel IV**. In 2267, it was discovered that a weapon used by the serial murderer **Redjac** came from this region. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILE 68**

Argyle, Lieutenant Commander

As chief engineer aboard the **U.S.S. Enterprise NCC-1701-D** in 2364, **Argyle** oversaw the reconstruction and initialization of the android **Lore**. He was also on duty when **Kosinsky** and the **Traveler** inadvertently propelled the *Enterprise* into a region of space where thought becomes reality. (*Starship Log*: 'Where No One has Gone Before' [TNG]; 'Datalore' [TNG]) **SEE FILES 43, 69**

Ariana

The daughter of **Wrenn**, a leader of planet **Tarella**, she was also one of the few who did not succumb to the deadly virus released by a biological weapon during the **Tarellian wars**. In her endeavor to save her people from extinction, **Ariana** made use of her precognizant connection with **Dr. Wyatt Miller**. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 18, 69**

Ariannus

During the year 2268, this planet was overcome by a devastating bacterial plague that threatened all forms of life, forcing the **U.S.S. Enterprise NCC-1701** to supervise a hyperbolic decontamination in order to preserve the planet's vital role in interstellar trade. (*Starship Log*: 'Let That Be Your Last Battlefield' [TOS]) **SEE FILES 3, 68**



Ariel

While serving in the ruling directorate of the female-dominated society on **Angel One**, **Ariel** was secretly married to the shipwrecked **Federation** crewman **Ramsey**, provoking outrage from her colleagues, who opposed any reforms that would grant males equal rights. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 18, 69**

▲ On *Angel One*, women hold the upper hand while men are second-class citizens. **Ariel** challenged convention after marrying the shipwrecked **Federation** crewman, **Ramsey**.

Aries, U.S.S.

A **Renaissance-class** **Federation** starship, registry number **NCC-45167**. In 2365, **William Riker** refused a promotion that would have given him command of this ship, preferring instead to remain on the **U.S.S. Enterprise NCC-1701-D**. The **Aries** was also where crew member **Mendez** was last assigned prior to vanishing in 2367. (*Starship Log*: 'The Icarus Factor' [TNG]; 'Identity Crisis' [TNG]) **SEE FILES 31, 69**



▲ In 2268, the **Beta XII-A** entity transformed the weapons in **U.S.S. ENTERPRISE NCC-1701** armory into swords.

Arkaria Base

This **Federation** post managed the large **Remmler Array** orbital facility. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 32, 69**

Arkarian water fowl

A species of bird whose sexual behavior **Commander Calvin Hutchinson** considered fascinating. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILES 69**

Armens, Treaty of

A complex agreement between the governing body of the **Sheliak** race and the **United Federation of Planets**, ratified in 2255, which granted the **Sheliak** sovereignty over several **Class-H** planets. In 2366, the **Sheliak Corporate** exercised their rights under the treaty and demanded the eviction of a **Federation** colony from **Tau Cygna IV**. (*Starship Log*: 'The Ensigns of Command' [TNG]) **SEE FILES 18, 19, 69**

armory

The facility used for storage and maintenance of small arms and other weaponry aboard **Federation** ships. (*Starship Log*: 'Day of the Dove' [TOS]) **SEE FILES 60, 68**

Armus IX

The planet where **Commander Will Riker** donned feathered attire for diplomatic reasons. (*Starship Log*: 'Angel One' [TNG]) **SEE FILES 3, 69**

Armus

This malevolent being of unadulterated evil killed **Tasha Yar** during a rescue mission for no discernible reason. **Armus** was created by the former residents of **Vagra II** as a method of expunging evil and other causes of suffering from their personalities, after which they abandoned it and emigrated. Resembling raw petroleum with the capability to assume humanoid form, **Armus** is believed to still inhabit the planet. (*Starship Log*: 'Skin of Evil' [TNG]) **SEE FILES 58, 69**

Arneb

Wesley Crusher saw this star from the windows of **Ten-Forward**, while pondering his future. (*Starship Log*: 'The Child' [TNG]) **SEE FILES 3, 69**

Arridor, Dr.

The doctor, a member of the **Ferengi** delegation negotiating rights to the **Barzan Wormhole**, disappeared in 2366 when a terminus of the wormhole

Argus River region
Argyle, Lieutenant Commander
Ariana
Ariannus
Ariel
Aries, U.S.S.
Arkaria Base
Arkarian water fowl
Armens, Treaty of
armory
Armus IX
Armus
Arneb
Arridor, Dr.
Arsenal of Freedom
Artemis, S.S.
Artificial quantum singularity
Arton, Jeff
Artonian lasers
arva nodes
Arvada III
Asimov, Dr. Isaac
Asoth
assay office
Aster, Jeremy
Aster, Lieutenant Marla
Astral Queen
Astra V annex
Atalia VII



▲ As Chief Engineer aboard the **U.S.S. ENTERPRISE**, Lt. Cmdr. **Argyle** was the officer in charge of reassembling **Data's** 'brother', **Lore**.



▲ The unfortunate **Ferengi** delegate, **Dr. Arridor**, and his pilot, disappear down the **Barzan** wormhole. They emerge in the **Delta Quadrant**.





shifted location in the **Delta Quadrant**. Arridor also extracted the volatile components from pyrocyte used by **DaiMon Goss** to poison **Dr. Mendoza**, the **Federation** representative to the negotiations. (*Starship Log*: 'The Price' [TNG]; 'False Prophets' [VOY]) **SEE FILES 51, 69, 71**



Arsenal of Freedom

The sobriquet used by the long-dead residents of **Minos** to promote their planet as a source of weapons merchandise. Another successful slogan was "Peace through superior firepower." (*Starship Log*: 'The Arsenal of Freedom' [TNG]) **SEE FILE 69**

◀ The planet **Minos** was also known as **The Arsenal of Freedom**. The **Minosians** were killed by their own weapons.

Artemis, S.S.

This ship was scheduled to transport colonists to **Septimus Minor** in 2274, but a navigation malfunction caused it to land on **Tau Cygna V** instead, in violation of the **Armens treaty**. (*Starship Log*: 'The Ensigns of Command' [TNG]) **SEE FILE 69**

Artificial quantum singularity

A microscopic black hole manufactured through artificial processes, which the **Romulans** utilized to power their starships' warp drives. As with the solid-fuel rockets used by humans in the 20th century, the singularities produce enormous energy, but cannot be shut down. (*Starship Log*: 'Timescape' [TNG]) **SEE FILES 5, 35, 69**

Arton, Jeff

A member of the **U.S.S. Enterprise NCC-1701-D**'s crew, he was the ex-boyfriend of **Jenna D'Sora**, prior to her abortive romantic entanglement with **Data** in 2367. (*Starship Log*: 'In Theory' [TNG]) **SEE FILE 69**

Artonian lasers

These weapons were purloined by the **Gatherers** and were later found in their camp on **Gamma Hromi II**. (*Starship Log*: 'The Vengeance Factor' [TNG]) **SEE FILE 69**

arva nodes

The modules that converted spacial matter into a fuel source for the ship belonging to the alien **Tosk**. When the nodes were damaged, **Tosk** sought refuge on **Deep Space Nine**. (*Starship Log*: 'Captive Pursuit' [DS9]) **SEE FILE 70**

▶ The alien **Tosk**, bred to be the victim of a hunt, sought refuge on the space station **DEEP SPACE NINE**, where **Chief O'Brien** championed his cause.



Arvada III

The site of a mysterious tragedy which resulted in a catastrophic loss of life, and became a watershed in **Beverly Crusher**'s life. **Dr. Crusher** gained her knowledge of alternative therapies and medications through working with her grandmother to treat the survivors without traditional medical supplies. (*Starship Log*: 'The Arsenal of Freedom' [TNG]) **SEE FILES 3, 69**

Asimov, Dr. Isaac

A 20th century American biochemist and writer, whose early theory that robots could be constructed with positronic brains was the inspiration for cyberneticist **Dr. Noonien Soong**'s experiments over 300 years later, eventually resulting in the construction of the androids **Lore** and **Data**. (*Starship Log*: 'Datalore' [TNG]) **SEE FILE 55**

Asoth

The irate patron who got **Quark** to agree that the **Kohlanese** stew he was serving in his bar on **Deep Space Nine** was inedible. (*Starship Log*: 'Babel' [DS9]) **SEE FILE 70**

assay office

Located on the Promenade of **Deep Space Nine**, this depository is where individual's possessions may be stored and artifacts are assessed. Security procedures include personal authorization codes and MK-12 generated retinal prints. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILES 27, 70**

Aster, Jeremy

The young son of **Lieutenant Marla Aster**. After his mother died in an accidental explosion in 2366, **Jeremy** refused the **Koinonians** offer to provide a replica of his mother and an Earth-like environment, and instead found comfort through the empathy of **Wesley Crusher** and being welcomed into **Worf**'s family. **Jeremy** would later return to Earth to be raised by relatives. (*Starship Log*: 'The Bonding' [TNG]) **SEE FILES 43, 69**



▶ As **Worf** led the away mission on which young **Jeremy Aster**'s mother, **Marla**, was killed, he welcomed the orphaned boy into his own family in accordance with **Klingon** tradition.

Aster, Lieutenant Marla

The mother of **Jeremy Aster**. An archeologist assigned to the **U.S.S. Enterprise NCC-1701-D**, she was killed in 2366 when an old bomb from the **Koinonian** war exploded during an away mission. An offer from the highly ethical **Koinonians** to create a duplicate of her to help raise the orphaned **Jeremy** was rejected. (*Starship Log*: 'The Bonding' [TNG]) **SEE FILES 18, 69**

Astral Queen

The passenger craft, under the command of **Federation Captain Jon Daily**, which the **Karidian Company of Players** were unable to take when it failed to stop at **Planet Q**. The **Players** sought passage on the **U.S.S. Enterprise NCC-1701** instead, with fateful consequences. (*Starship Log*: 'The Conscience of the King' [TOS]) **SEE FILE 68**

Astral V annex

The **Federation** museum of historic spacecraft, which **Captain Jean-Luc Picard** thought might be interested in acquiring the remains of the **Promelian** cruiser **Cleponji**. (*Starship Log*: 'Booby Trap' [TNG]) **SEE FILES 7, 69**

Atalia VII

The site of a diplomatic conference, which **Captain Picard** was prevented from being a mediator at after the death of **Richard Galen** in 2369. (*Starship Log*: 'The Chase' [TNG]) See Files **SEE FILE 69**